

INSTANT SOFTWARE™

Designed
for use on

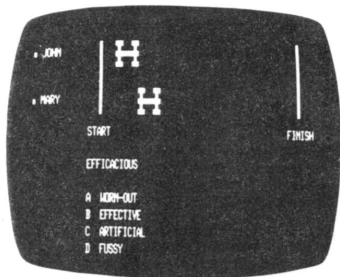
TRS-80*

**16K
LEVEL II**

Wordwatch

- Word Race
- Hide N Spell
- Spelling Bee
- Spelling Tutor

* A trademark of Tandy Corporation



© Instant Software Inc. 1979 ® 1979

Peterborough, NH 03458 USA

0111R

WORDWATCH

We'd like to have a word with you! In fact, we'd like to have several. This package combines four different programs to entertain and educate.

WORD RACE

Ladies and gentlemen, start your engines — no dictionaries allowed. Word Race is a game for two would-be Grand Prix drivers who can define words accurately. You'll compete for the chance to choose the correct meanings of the words from this program's extensive vocabulary. The more you get right, the closer you come to the checkered flag.

HIDE N SPELL

Can you spot the misspelled word? Hide N Spell will display four words, one of which will be spelled incorrectly. First you must find the word, then correct it. The faster you find it, the higher your score will be. You may use the words that come with the program or supply your own.

. . . continued on inside back cover.

DISCLAIMER

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us . . . preferably by mail and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in MICROCOMPUTING. You are supposed to read MICROCOMPUTING anyway.

Wayne Green

TRS-80 LOADING

Unless otherwise indicated on the labels, Level I will be on one side of the cassette and Level II on the other. Make sure that your system is on, the recorder is plugged in, and the tape is rewound. Punch out the tabs on the cassette to prevent accidental erasure. Now insert the tape into your recorder and press PLAY.

Type NEW and press ENTER (E). Check the available memory by typing P.M.(E) for Level I or ?MEM(E) for Level II. Now press PLAY on the recorder and type CLOAD(E). In about ten seconds two asterisks should appear on your screen, with the right-hand one blinking. If it doesn't blink, you're not loading.

The TRS-80 is very sensitive to audio levels. If the program doesn't load, rewind the tape, adjust the volume level, and repeat the loading sequence above.

After each load, run a memory check and note how much memory the program uses.

Should you be unable to load, check the cassette with another system. If it's still no go, return it to:

Instant Software Miseries
Peterborough NH 03458

We'll check to see whether it was the cassette or your system that was awry and get you a replacement.

ACCIDENTAL ERASING

Until you've tried it, you won't believe how easy it is to screw up a data cassette. For instance, the magnet in any loudspeaker can do a fantastic job of removing part of the data . . . and you'll find loudspeakers in portable radios, cassette recorders, TV sets, etc. Power supplies will do even better. No one can even estimate how many tapes have been wiped out by these little TRS-80 power units . . . or by putting cassettes on top of the monitor, where its electromagnetic field can weave its subtle work.

Do not treat your cassettes casually. Give them extra care and attention. Keep them away from anything electrical, magnetic or dusty at all times.

Well, accidents can happen, even to the most careful of us. One of your kids can try out a data cassette and push the record button . . . etc. You should ward this off by punching out the tabs on the back of the cassette to prevent recording. If things do go awry, we'll redo your cassette for you for a nominal service charge of \$2. Just send back the original cassette, a note as to what went wrong (we like to keep statistics) and the \$2. We'll fix it up for you and get it back as quickly as we can. Try not to get worried if it takes three weeks . . . one week each way for the post office (when they are up to that rigorous a schedule) and a week for us to horse around.

COPYRIGHT

This program is protected by copyright. This means that it is illegal to make a copy of the tape or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a \$10,000 reward for the conviction of anyone copying this program. This means that when your life-long friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better if someone is insistent, is to give them the money to buy a cassette of their own. It could be cheaper in the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

IMPROVEMENTS

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough NH 03458.

WORD RACE

Word Race is a game that tests the abilities of two players to define words. It not only tests, but teaches new vocabulary words in the course of the game. The program can also be used to aid in the study of a second language.

The object of Word Race is to advance your race car to the finish line first by defining more words correctly than your opponent does.

At the beginning, the program will request both players' names and ask if you want further instructions. The instructions are quite straightforward: The players must watch the display screen for a word and four possible definitions.

Example:

THAUMATURGE

- A. Cannon
- B. Magician
- C. Warm Springs
- D. Sacrifice

The two opponents must then compete for the opportunity to define the word. The winner is the one who presses his response key first. The response key for player #1 is the letter "Q" and for player #2, the letter "P". There is a time limit on how long the word and definitions are displayed, indicated by the flashing squares next to the players' names. If neither player pushes a response key, the program goes on to a new word.

Most often one player does hit his response key and claims the chance to define the word. The square flashes next to the name of the player who hit his button first, whereas the other square disappears. The winner defines the word by hitting the letter next to his choice (A, B, C, or D). If he's correct, his car advances one space; if he's wrong, the car moves back one space. In the example given, the person would have pressed the "B" key, because the correct answer is "Magician."

Note: There is a time limit at this point also. If you don't respond in time, that counts as a wrong answer.

CHANGES

If you wish, you can change the words and their definitions, and/or the time limits allowed.

1. *To change to new words:* The data statements run from lines 500 to 620. When you write your own data statements, you must construct them in the following manner: first the word, then the correct definition, then the three incorrect definitions.

2. *To change the time limits:* In line 180 variable C (with C1 on line 200) controls the amount of time the players have to respond. In line 200 C1 also controls how fast the squares flash.

In line 250 variable C (with C1 on line 265) controls the amount of time the player who has responded has to enter his answer. In line 265 C1 also controls how fast the player's square flashes. You may wish to increase these values for younger children or for material that is unfamiliar.

HIDE N SPELL

Hide N Spell, a one-player game, is designed to help elementary- and middle-school students test and increase their spelling ability.

The object of the game is to find the misspelled words and correct them. The faster you find the words, the higher your score.

Four words will be displayed on the screen. One of the four will be misspelled. Above the words is a numeric score, which starts at 100 and decreases by 10 every few seconds until it reaches 0. When you decide which word is

spelled incorrectly, press the letter corresponding to that word (e.g., A, B, C, or D), and you will receive that score. Then the computer will ask you to type in the *correct* spelling for the word. If you do so, you get to keep all the points you scored in that round. There is no time limit for spelling the word, so do it as carefully as you can.

Remember, you have only one chance to choose the misspelled word and one chance to correct it.

CHANGES

You may wish to change the words presented in this program. You can do so quite simply by changing the data statements that start on line 500. Using the existing data statements as an example, write your own as follows: first the word spelled correctly, then the misspelled version of the word. You will be limited to a maximum of 60 data statements (words) unless you change the values of line 30 (used to dimension the arrays) to equal the higher number of data statements you wish to use.

If you want to change the length of time you have to find the misspelled word, you'll need to alter the value of variable C in line 240. The value subtracted from variable PS in line 250 also affects the time you have to find the misspelled word.

SPELLING BEE

Our Spelling Bee is both a game and a lesson. It is a program in which the user must spell words presented by the TRS-80 – words previously entered into the program.

But this program is quite novel in one respect. The words are presented audibly, using your CTR-41 cassette recorder. Upon hearing the word, the individual who is taking the Spelling Bee must type it in correctly.

To store the words initially, you must disconnect the "AUX" and "EAR" plugs from the recorder. Then remove the dummy plug to activate the built-in microphone. Next, load a blank cassette tape into the recorder. You can then type up to 40 words per lesson into the key-

board, following the instructions on the screen. After each word is typed, the tape recorder is automatically turned on for about five seconds, and you are prompted to speak the word into the microphone.

When you type the word "STOP", indicating no more words to input, the rewind sequence begins. At the end of the rewind process, which is prompted by the program, the tape is cued to the first word.

When the student hears the first spelling word, he will attempt to type it correctly. The TRS-80 will compare his entry with the original word and give clues such as too long, too short, or the right length but with some letters wrong.

Example: The word "EXAMPLE," misspelled, might show up as "EXAMP - -", the dashes replacing the incorrect letters.

At the end of the student's list, the words that were spelled incorrectly will be listed in three columns:

A list of words spelled cor- rectly on the second try	A list of words spelled cor- rectly on the third try	A list of words not spelled cor- rectly at all
--	---	--

An option is then offered to do the same list again.

SPELLING TUTOR

Spelling Tutor is a program that drills students on spelling techniques. From 1 to 50 spelling words are typed into the keyboard as prompted from the display. Then the computer plays back the words in three different ways, each time asking the student to spell the word correctly from the hints provided. First, each word is spelled backwards; next, the word is spelled with asterisks replacing some of the letters; and finally, the computer substitutes alternate vowels for the correct vowels used in the word. Unless the word list is very long or the words very similar,

the student readily recognizes the word to be spelled. At the end the program tells the student how many words he missed and also offers the opportunity to rerun the original list of spelling words.

CASSETTE RECORDER MAINTENANCE

Often, when you have trouble loading a program, it's not the fault of the tape or your computer system. It may be a problem with your cassette recorder. The staff at Instant Software use a large variety of cassette recorders eight hours a day, five days a week. To insure that the recorders will keep up with the demands of our work load, they are subjected to a rigorous maintenance routine.

As you run a tape in any recorder, a particle of oxide may flake off the tape, or a bit of dust may settle from the air. These bits of debris may adhere to the play/record head, causing variations in the volume level and degrading the performance of your recorder.

To keep your recorder in top condition, clean the recorder heads after every 15-20 loads or saves. Use denatured alcohol (available at any drugstore) and cotton-tipped swabs. Lightly dampen a swab and gently stroke the erase head, the record/play head, and the pinch roller. This will remove accumulated tape oxide and dust. You can also use a soft brush or vacuum cleaner to remove dust from the tape compartment.

Every time you press the record or play button, you put a small amount of stress on the play/record head. Eventually the head will be pushed out of alignment. This is one of the reasons why a program recorded when you first got your system will not load several months later or won't load on another system.

The cure is to have your recorder aligned by a qualified technician, or if you have the know-how, to align it yourself.

The technicians at Instant Software recommend using an industrial standard alignment tape (they use a Panasonic tape, part No. QZZCFM). This tape allows them to test for playback frequency response, playback level, and the head azimuth adjustment. The most critical aspect, especially for PETs, is the azimuth adjustment.

To run a test on your recorder, connect an oscilloscope to the earphone jack, insert the alignment tape into the recorder, push the play button, and adjust the head for the best waveform on the oscilloscope. If you lack test instruments, adjust the head for the loudest sound and best high frequency response without changing the recorder's volume setting.

Remember, your recorder is a critical link in your computer system. For the best performance, give it the best care.

- **MORTGAGE WITH
PREPAYMENT OPTION
FINANCIER**

These two mortgage programs will more than pay for themselves if you mortgage a home or make investments.

Mortgage with Prepayment Option: Calculate mortgage payment schedules and save money with prepayments.

Financier: Calculate which investment will pay you the most, figure annual depreciation, and compute the cost of borrowing, *easily and quickly*.

All you need to become a financial wizard with an 8K PET.

Order No. 0006P \$7.95

● PENNY ARCADE

Enjoy this fun-filled package that's as much fun as a real penny arcade — at a fraction of the cost!

Poetry: Compose free verse poetry on your computer.

Trap: Control two moving lines at once and test your coordination.

Poker: Play five card draw poker and let your PET deal and keep score.

Solitaire: Don't bother to deal, let your PET handle the cards in this "old favorite" card game.

Eat-'Em-Ups: Find out how many stars your gobbler can eat up before the game is over.

These six programs require the PET with 8K.

Order No. 0044P \$7.95

- **TREK-X**

Command the Enterprise as you scour the quadrant for enemy warships. This package not only has superb graphics, but also includes programming for optional sound effects. A one-player game for the PET 8K.

Order No. 0032P \$7.95

- **DUNGEON OF DEATH**

Battle evil demons, cast magic spells, and accumulate great wealth as you search for the Holy Grail. You'll have to descend into the Dungeon of Death and grope through the suffocating darkness. If you survive, glory and treasure are yours. For the PET 8K.

Order No. 0064P \$7.95

PROGRAMS FOR YOUR 8K PET

Look for these fine programs at a computer store near you and save time and money. Or, if you'd prefer, you can use the handy order form on the next page. Or call toll-free 1-800-258-5473, and have your credit card handy.

☐ **MORTGAGE WITH PREPAYMENT
OPTION/FINANCIER**

Order no. 0006P.....\$ 7.95

☐ **DOW JONES**

Order no. 0026P.....\$ 7.95

☐ **TANGLE/SUPER-TRAP**

Order no. 0029P.....\$ 7.95

☐ **TREK-X**

with Optional Sound Feature

Order no. 0032P.....\$ 7.95

☐ **PENNY ARCADE**

*Eat-Em-Ups; Trap; Poetry;
Poker; Solitaire, Slot Machine*

Order no. 0044P.....\$ 7.95

☐ **BASEBALL MANAGER**

Baseball Record; Baseball Record Analysis

Order no. 0062P.....\$14.95

☐ **DUNGEON OF DEATH**

Order no. 0064P.....\$ 7.95

- ☐ One-Year Subscription to Kilobaud MICROCOMPUTING (\$18)
☐ One-Year Subscription to 80-MICROCOMPUTING (\$15)
☐ Payment Enclosed ☐ Renewal ☐ New Subscription
☐ Bill my credit card ☐ VISA ☐ MC ☐ AMEX

Card No. _____ Exp. date _____

Signature _____

Name _____

Address _____

City _____ State _____ Zip _____

- ☐ Also filled out is my program order blank. Enclosed is \$_____ for the programs marked on reverse side plus \$1.00 handling fee.

MAIL TO: MICROCOMPUTING, PETERBOROUGH NH 03458

SPELLING BEE

Learning made painless. Spelling Bee is an educational tool that presents a spelling drill in an utterly novel fashion. This program is unique in that the student types back a spelling word in response to *hearing* it from your tape recorder. If the response is incorrect, hints and clues are given. Up to 40 words can be reviewed in each session.

SPELLING TUTOR

Spelling Tutor is a program to help students learn to spell. You can load a spelling lesson, and then sit back and observe as the computer does the rest. For variation the words are presented in different fashions, including reverse-order, with letters missing, and with altered letters.

There you have it: Wordplay x four = Wordwatch.

READING

kilobaud
MICROCOMPUTING

?

Kilobaud MICROCOMPUTING is designed to help the newcomer to computing to understand computers, while still being interesting to the experts. We try to avoid the use of computerese as much as possible. You'll also find a wealth of software in Kilobaud MICROCOMPUTING . . . and more articles every month than any other magazine.

The crew putting out Kilobaud MICROCOMPUTING are the ones who originated BYTE and are the leaders in the field. Only Kilobaud MICROCOMPUTING has a complete microcomputer laboratory for checking both hardware and software.

Kilobaud MICROCOMPUTING is \$2.50 per copy, but is only \$18 for a one year subscription. Back issues are \$3, except for a few rare ones which are \$10. To subscribe just send your name and address to Kilobaud MICROCOMPUTING, Subscription Services Dept. ISI, P.O. Box 997, Farmingdale NY 11737. We'll start with the next published issue and send a bill for the subscription. If you are not delighted with the first issue, just return the bill and we'll be disappointed to lose you. Readers of Kilobaud are generally very enthusiastic and read it from cover to cover. You can also subscribe by calling (during working hours) 800-258-5473.